

theSpartanDaily.com Spartan Daily

Volume 131, Issue 28

Serving San Jose State University Since 1934

MONDAY OCTOBER
2008

Today is the last
day to register to
vote in local and
general elections
on Nov. 4

NEWS

ONLINE

More Legacy
Week coverage
online

ONLINE



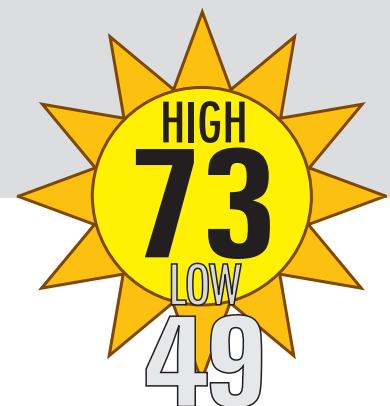
Video:
Students go
skydiving
indoors

STUDENT CULTURE

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'MAX PAYNE'
pulls the trigger
on movie and
game lovers



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Chuck D 'brings the noise' to SJSU



Chuck D STEFAN ARMJO / Contributing Photographer

KELLY ENOS
Staff Writer

Knowing the straight facts of history to proceed into the future as educated adults was the message Public Enemy founder Chuck D gave to students Thursday night at Morris Dailey Auditorium as part of Legacy Week.

Chuck D and fellow keynote speaker Kevin Witherspoon, an assistant professor of history at Lander University, focused their speeches on the protest of Tommie Smith and John Carlos at the 1968 Summer Olympics.

Chuck D spoke about the importance of this event on his life as an 8-year-old in 1968.

"This made a big impact in the sports world and everyone made a big deal about it," he said. "Back then, black was beautiful and black power was important. I loved sports and it was part of the identity where I came from."

He said the statue brought tears to his eyes and that it holds significance for an event that was

felt around the planet. But the country forgot what has happened since Dr. Martin Luther King Jr. was assassinated, he said, which happened 40 years ago.

"The fact is that a lot of this history has not been retained, and it leaves a bad taste in your mouth when you look around and see that the entire society doesn't even remember what happened," he said.

Six months before Smith and Carlos' protest took place, King was assassinated.

Chuck D said King's death has become more of a footnote in history.

"If that is even looked on as a footnote in history, then you damn sure know Smith and Carlos is less of a footnote as far as American media coverage, and that is sad," he said.

Chuck D also spoke about the current state and future of American politics. He called the current state of politics in America "Obamaism," which he defined

as a political race based on celebrity rather than political issues.

"I don't like the factor that there are only two parties in America, the jackass and elephant party," he said. "McCain cannot happen since we have had son of a Bush for eight years already. Obama will have his work cut out for him."

Duncan Lange, marketing and events manager of Associated Students, said it was important that SJSU's student body attended the event.

"Students need to hear different viewpoints on such historical points in history and know just what effect it had on people," he said.

Chuck D also expressed the idea that once someone is more than 18 years old, he or she is "grown," as well as the idea that the 55-and-older voter does not look at the 18-year-old voter as equal in the political world.

►► **CHUCK**page2

When I grow up...

Online Exclusive
For tips on finding a job,
go to www.TheSpartanDaily.com



Students line up to turn in applications for jobs at the Fall Job and Internship Fair at the Event Center on Thursday. RYAN KALEM / Contributing Photographer

Students take one step closer to future at career fair

YA-AN CHAN
Staff Writer

Dressed in professional attire, SJSU students poured into the Event Center on Thursday for the Fall Job and Internship Fair.

About 1,600 students attended, according to the SJSU Career Center and Margaret Wilkes, the employer relations consultant at the center.

The center has hosted two job fairs every semester, and the list of 157 participating companies for this event was full since a month ago, Wilkes said.

"Considering the unstableness of economy, that's excellent and we have no cancellations from companies," she said.

Kenny Chen, a senior criminal justice major, said he was surprised with the large number of participating companies.

"I'm surprised that a lot of them are still hiring," he said.

Mahadevi Pillaiperumal, a freshman electric engineering major, said the event was a great exposure for her, and she learned about the industries that she found interesting.

The event was open to all SJSU students from 3 to 5 p.m. Students who completed the center's job fair success workshops and online modules could enter the fair at noon, Wilkes said.

Some of the Spring 2008 alumni re-

turned as recruiting representatives of their respective companies to provide suggestions as they reviewed the students' resumes.

Carlos Alvarado, a software developer at IBM, said most candidates have the skills and qualities the company expects.

"The more you know the better, and target your resume to the company you're trying to get in," he said.

Vanessa Silva, a staffing specialist at Symantec Corp., emphasized the importance of accepting challenging roles.

"The environment is always changing and you have to be able to adapt to any project," Silva said. "It really helps

you to be seen by your peers and managers as someone who's flexible and willing to step up."

Lilian Mai, an agent at New York Life, said her resume caught employers' attention because of her past working experience while in school.

"It shows I can multitask," Mai said. "When you're a recent graduate and you don't have any employment history, it's really hard for them to take a second look at your resume."

According to the Career Center's Web site, the event was open to all majors, and the participating companies

►► **FAIR**page6

Jewish organizations deliver holiday celebration to campus

ALLIE FIGURES
Staff Writer

A tent built in front of Sweeney Hall served as the hub of celebration as Jewish students and community members celebrated Sukkot on Friday evening.

Sukkot is one of three Jewish pilgrimage holidays each year, said Rachel Meis, the co-president of the Jewish Student Union, that celebrates the religion's ancient heritage by spending time and living in temporary dwelling known as a sukkah.

A sukkah, built once a year to resemble the temporary dwellings of Israelites who wandered the desert for 40 years, was erected last Monday by the Jewish Student Union and members of the Hillel House, the SJSU

headquarters of Hillel of Silicon Valley, a nonprofit organization that supports Jewish life on campus.

"We use temporary materials to show the fragility of life," said Emily Burd, a sophomore political science major from De Anza Community College.

In previous years, the sukkah was built at the Hillel House. But after the sukkah was burned down last October, the Hillel House coordinated with SJSU to have it built on campus for a week.

"We wanted to have it here so it can be more accessible for students to learn about the Jewish culture," said Adara Beamesderfer, a sophomore health science administration major,

►► **SUKKOT**page6



CINTHIA RODRIGUEZ / Spartan Daily

Members of Hillel of Silicon Valley celebrating Sukkot take a seat in the tent they built, where students and community members prayed and had dinner on Friday night.

Students peddle a 'bicycle lifestyle'

KAAJAL MORAR
Staff Writer

Last Thursday was Bike to School Day, an event set up by the SJSU Environmental Resource Center.

An information booth was set up near the Student Union Amphitheater with the intention of encouraging students and faculty to ride bikes to school, said Alan Hackler.

"The basic idea about (the booth) is promoting bicycle safety, awareness, knowing your rights on the road, how to be safe with cars," said Hackler, director of the ERC and a senior environmental studies major, "just encouraging a bicycle lifestyle."

Danielle Kish, a member of the resource center and a senior environmental studies major, said the event was split into three parts.

The first part was to encourage the use of riding bicycles.

"By riding your bike, you're choosing not to be an individual polluter," Kish said.

"I think that students should be able to do that," said Brian Cramer, a junior political science major. "It's a good way to cut down on expenses."

The second involved teaching students how to repair a bicycle.

"If they have a bike but they don't know what to do with it, they don't know how to fix it, we're there to teach them that," Kish said.

The third involved the group bike ride to the Guadalupe Park Trail. The group traveled along the trail for an hour. The group bike ride included learning how to ride in the road along with cars.

"When you do a group bike ride and you act as a car on the road, you ride with the traffic," Kish said. "You can be a car in the traffic lane. You obey all traffic laws."

Although similar bicycle

events have been held at SJSU, this was the first year the ERC hosted a bike event. Members of the resource center collaborated to start this project.

"We just said, 'Let's do it,'" Kish said. "We picked a day and everyone worked together to bring information."

Hackler said he wants the campus to become more bike-friendly.

He suggested making "the campus walkways a little more bicycle-accessible because it's difficult to get through," and creating mini bicycle lanes.

Cramer said adding more bicycle cages was a good idea.

"People are cutting down on driving, so there is going to be a bigger demand in the future, I think," he said.

Hackler also said he wants to start a bicycle rebate offer.

"We're also going to do as part of the VTA pass, do a rebate

with a local store or a company that provides or sells bikes so it gets students easier access to get bikes," he said.

The plan is not yet fully developed, Hackler said.

Hackler said this plan would also tie in with adding a bicycle co-op on campus, where students can learn how to get their bikes repaired and receive information about incorporating bike riding into their schedule regularly.

"I think it's a good idea," said Danette Darbona, a senior art history major. "It's good for the planet and for your health and it doesn't use gas."

Kish added that the co-op would also include bike rentals, on-site mechanics and tools.

The group wanted to set up something on campus that is accessible to all students, Kish said.

The next bike information booth will be set up on Nov. 13.

CAMPUSIMAGES



Creative writing major Tom MIKE ANDERSON / Spartan Daily Anderson encourages people to donate money toward breast cancer research in the Campus Village Quad on Oct. 13.

CHUCK Commends Bay Area for its social awareness

He also talked about the realities he said will eventually hit Americans in the future.

"These inevitables will come back to us eventually, such as having to bury a family member, the housing crisis and immigration," he said. "They will bring us back down to earth, and then you will be stuck having to decide what to do."

"Knowledge does not come in a microwave. You cannot press start and get instant brains," he said. "You need to know your facts; otherwise, if you do not know your history, your dumb ass will do the same thing."

Kevin Witherspoon, an assistant professor of history at Lander University in South Carolina, was also a keynote speaker for the evening.

During his speech, he spoke about seizing opportunities.

"Smith and Carlos knew they were standing up and giving their protest; this was their only trip to the Olympic medal stand," he said. "They seized the moment, and we all need to seize the moments in our lives, and there will be moments where we can make a difference, and we need to seize those moments and raise our fists to make our protest just like Smith and Carlos did."

The main focus of the event was encouraging students to stand up and be proud of the right to change the future of the nation.

Chuck D said the Bay Area was influential in this effort.

"I commend the Bay Area on how conscious-ridden and on top of social issues you all are. I wish

I could grow the Bay Area to the rest of the country," he said.

Nicole Dunn, a senior sociology major, agreed.

"The Bay Area is way ahead of the rest of the country in our idea of social issues and acceptance of the rest of the world," she said. "Chuck really got that idea across in his speech and made me feel like we were all heading in the right direction."

One of the final ideas that Chuck D presented was that Smith and Carlos gave power to the people and that they gave the black athlete a silent power that took their stand to the next level.

"The black socks were worn to represent poverty and the scarves were worn to represent black pride," he said. "Carlos unzipped his jacket to show the

efforts of blue-collar workers."

He also said that today's black athletes, such as Michael Jordan, based athleticism on Smith and Carlos. He also said that the two sprinters "took one for the team."

"This idea is about the legacy that came before you is resonated in that statue and should be looked at as a pedestal. And when you look at it you say, 'Damn,' then walk to your class and realize how lucky you are to see something like that every day," he said. "Smith and Carlos transcended sports. I don't see anybody else on TV during that era in time standing up for something they believed in."



Chuck D, front man for the rap group Public Enemy and self-described cultural ambassador, came to SJSU on Thursday to speak about the 40th anniversary of the Tommie Smith and John Carlos' black power protest at the 1968 Summer Olympics. STEFAN ARMIJO / Contributing Photographer

SPARTAGUIDE EVENTS CALENDAR

20 TODAY

Counseling Services:
Concentration Cafe
1:30 p.m. in Clark Hall, room 118.
Contact Veronica Mendoza at veronica.mendoza@sjsu.edu

Pride of the Pacific Islands
Hula and Tahitian practice.
8 to 10 p.m. in the Aerobics Room in the Event Center.
Contact Kristen Tom at (650) 270-4507.

21 TUESDAY

Student Showcase Hour
12 to 1:15 p.m. in the Music Building Concert Hall.
Contact Professor Joan Stubbe at 924-4649.

Free Lunch Every Tuesday for San Jose Students
The San Jose Institute of Religion, sponsored by the Church of Jesus Christ of Latter-day Saints, invites students to lunch every Tuesday. 12 p.m. at 66 S. 7th Street,

adjacent to SJSU.
Contact Brother Bohn at sanjoseca@ldscs.org, 286-3313 or www.ldscs.org/sanjose.

International Youth Fellowship
Topic: "The Secret of Forgiveness of Sins and Being Born Again."
6:30 to 7:30 p.m. in the Student Union, Guadalupe Room.
Contact Ricardo Godinez at 509-9549.

Sparta Guide is provided free of charge to students, faculty and staff members. The deadline for entries is noon, three working days before the desired publication date. Space restrictions may require editing of submission. Entries are printed in the order in which they are received. Submit entries online at thespartandaily.com or in writing at DBH 209.

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For More Info or for Individuals Needing Special Accommodation

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	1st	2nd	3rd	4th	FINAL
SPARTANS	14	7	0	10	31
AGGIES	0	7	0	7	14

Interceptions by SJSU: Kyle Flynn (TD), Duke Ihenacho (TD), Devin Newsome

Spartan volleyball rips Roadrunners



The SJSU women's volleyball team celebrates during its four-set victory over Cal-State Bakersfield at Spartan Gym on Saturday night.

RYAN KALEM/Contributing Photographer

RYAN BUCHANN
Staff Writer

The Spartan volleyball team got a break in conference action Saturday with a four-set victory over the Cal-State Bakersfield Roadrunners, 25-23, 24-26, 25-14, 25-22.

Sophomore Brianna Amian helped the Spartan attack by recording six service aces, the most by a Spartan player this year, according to SJSU Athletics.

"She is a powerful server," said head coach Oscar Crespo. "I think it is believing in what she does for herself. She can control the match."

Amian also led the team in kills with 14 and added 10 digs.

The match began with the Spartans drawing first blood with a kill by Kelly Crow.

After swapping a few points, the Roadrunners' staff and fans looked upset with two consecutive calls that gave SJSU points on balls that either landed just in bounds or barely clipped the line, which put the Spartans up 7-6.

Later on, Cal-State Bakersfield went on a 5-1 run to take a two-point lead that caused the Spartans to take a timeout. The Spartans came out of the timeout trailing 19-17 but battled back to win the set 25-23 with Colleen Burke making a block to score the winning point.

"It's everybody; it's not just one person," Burke said. "It's being the team that can set a good block together."

Burke finished the night with six blocks to lead the team. She also had seven kills and 10 digs.

The Spartans scored first again in the second set.

Tied at 10, the Spartans broke the set open with a seven-point rally that started with a Crow kill.

On that run, the Spartans were led by Amian, who had three service aces.

The streak finally came to an end when Kayla Williamson of Cal-State Bakersfield spiked the ball past a diving Kristal Tsukano of SJSU.

The Spartans eventually found themselves on the doorstep of winning their second set, leading 24-19.

The Roadrunners did not quit, however, and strung together a seven-point scoring assault to put them on top, winning the set 26-24.

"They came back with intensity and fire," Burke said.

Amian said finishing has been a problem for the team.

"We are not great at finishing, but we have to learn to finish better," she said.

Crespo said the team had opportunities to win the set.

"We just didn't really capitalize on the opportunities offensively," he said. "Three or four points right there we let slip away."

The Roadrunner offense in that set was powered by Rosemary Stribling, who had six kills, and Sarah Norman, who had four. Norman and Strib-

ling came into the match as the top two killing threats for Cal-State Bakersfield. Norman had 235 kills and Stribling had 232 on the season. Coming out of the break, the Spartans turned things around in the third set, going on a 12-5 run.

The Roadrunners took a timeout, but the Spartans kept scoring, eventually winning with a Burke kill.

"It's a team win," Burke said. "It's everybody together. It starts with a pass, then a set and then a hit. It can be anybody as long as we win, as long as the ball goes down."

The fourth set stayed close early on, but things changed when the Spartans were up 9-7 with Amian coming on to serve. Amian led the Spartans to a five-point rally and picked up two more service aces.

The Roadrunners did not fade away as they did in the third set, and tied the score at 21.

Nia Freeman of the Spartans responded with a kill, which got the fans excited as cheers filled the arena.

With the Spartans one point away from victory, Cal-State Bakersfield called a timeout.

Out of the timeout, Crespo had Burke, who had made the winning point on the Spartans first two set victories, on the bench.

The Spartans did not need her, finishing off the Roadrunners 25-22 when a Roadrunner return flew out of bounds.

Cross country teams impress

RIE NAKANISHI
Staff Writer

With the Western Athletic Conference Championship waiting in two weeks, the SJSU men's and women's cross country teams participated in the Santa Clara Bronco Invitational on Saturday in Baylands Park in Sunnyvale.

With eight schools participating in the 8-kilo-

meter race, the men's team took first place.

The women's team took second place in a 5-kilo-

meter race against nine teams.

The men's team head coach, Jeff Argabright, and the women's team head coach, Augie Argabright, said both teams did well.

"All the guys ran last weekend too, so they are little bit tired," Jeff Argabright said of the men's team. "We had a hard week of workouts. ... Considering that they had a good race, I'm pleased with everyone's performance."

For the men's team, out of 64 competitors, senior Sean Dundon finished seventh with a time of 27:21. He was followed by freshman Alex Esparza, who finished 11th with a time of 27:32. Freshman Devin Zimmerman finished 15th with a time of 27:44.

"It was a good race and definitely helps us prepare for WAC," Dundon said.

Since the primary purpose of running this race was to train for the WAC championship, the team gained a good idea of how to run in the championship, he added.

Among 81 competitors in the women's race, junior Suzanne Hancock placed sixth with a time of 19:02, followed by freshman Megan Arias in 11th with a time of 19:28.

Sophomore Amanda Carlucci finished in 14th with a time of 19:33.

"I think they did really well," Augie Argabright said. "A lot of them had lifetime best times and that's because they've been dedicated during the season and worked hard."

Nine members from both the men's and women's team are competing in the WAC championship held in Las Cruces, N.M., on Nov. 1. Augie Argabright said he was particularly happy for the team's



Men's cross country runner Sean Dundon placed seventh in Saturday's Bronco Invitational in Sunnyvale.

Courtesy of SJSU Athletics

top three finishers — Hancock, Arias and Carlucci — who qualified to go on to the championship, along with the other six runners who have already been selected.

"This was kind of a big race between the other 15 girls on the team to see who would get to go to (New Mexico)."

Carlucci said it was a big surprise for her. "I really wasn't expecting to make it to WAC," she said, "but when I saw that I had the chance to go, I kind of just took it and went out in hopes that I was going to stay up."

Some of the top runners on the both teams rested on Saturday's race to save their energy for the WAC championship. Among them were junior David Haelele and senior team captain Jenna Hicks.

Both were rewarded the WAC Cross Country Athletes of the Week for Oct. 6 to 12.

"Look out for us at WAC," Dundon said. "Hopefully, we'll be the WAC champion this year."

SPORTS BLOG

Check out the Spartan
Daily sports blog
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GAME REVIEWS: ‘MAX PAYNE’ AND ‘MAX PAYNE 2: THE FALL OF MAX PAYNE’



The video game character, Max Payne.

Courtesy of Rockstar Games

Latest ‘Max Payne’ game hasn’t run out of ammo

CHRIS CURRY
Staff Writer

With the opening of the new Max Payne movie, it’s time to turn the clock back five years and take a look at the previous link in the Max Payne media chain: the video game “Max Payne 2: The Fall of Max Payne.”

The game is an action shooter in the third-person perspective, in which the player watches and controls the game from a point of view above and behind the main character. These games can always be kind of tricky in getting the camera to provide the view the player needs, but this one does a decent job.

The story revolves around Max Payne, an NYPD detective; his deadly assassin lover, Mona Sax; and the terrible thing he does for her. The issue that drives all the action is the fact that both Mona and Max are being hunted by a group of hit men who are motivated by a complex plot that runs all the way back to the first game.

Because of the nature of the plot, with its allegiance-flipping characters and references to the past, playing the first game, or at least being familiar with it, is recommended.

The game is a true sequel in that it has many of the same characters and the plot continues where the first one stopped.

The best gameplay aspect of the game is a feature called “bullet time,” which allows you to slow everything down, “Matrix”-style. This makes difficult tasks such as taking out a room full of henchmen or dodging incoming bullets not only easier but also much more entertaining.

It’s like being in a John Woo movie, only this time you get to control the action.

The bullet time is limited, however, and a meter will slowly

drain as you use it. The kicker is that while in bullet time, as you slay more and more bad guys, the meter not only refills but also turns from white to yellow. The more yellow the meter gets, the more intense the bullet time slow motion is. So, killing is good, but killing in bullet time is real good.

There is a respectable medley of weapons, with everything from pistols and machine guns to sniper rifles and Molotov cocktails.

The visual style of the game is film noir, a dark and ambiguous visual approach that often deals with shadowy characteristics and people. Film noir often has an urban crime element and is frequently told through flashbacks, character narration and out-of-sequence storytelling.

“Max Payne 2” has all of these elements. In fact, the game starts in the middle of the story and frequent flashbacks and dream sequences give the player insight into Max. This unpredictable style can lead to some confusion,

but the overall effect makes for a very interesting game.

The cut scenes that tell the unfolding story work well and are done in a “Sin City”/graphic novel style.

The game looks great, with the environment being the star of the show. Every object looks realistic, with wet items glistening and reflecting light. But what really helps the realism is that everything moves realistically too. Kick a can and watch its lifelike tumble. Shoot a guy against a wall and watch him crumple and go limp.

“Max Payne 2” was highly rated when it came out and it stands the test of time. While not incredibly challenging, it is still fun and will probably hook anyone who likes the genre. If you’re a fan of third-person shooters and you somehow missed it the first time, go get it.

“Max Payne 2” is rated mature and is available on PlayStation 2, Xbox and PC.

What are the chances of ‘Max Payne 3’?

The PC version of “Max Payne” ends with the sentence, “Max Payne’s journey through the night will continue.” Unfortunately, this brings up some questions. Is this a hint at a sequel? Or is Max doomed to wander the earth like the Incredible Hulk? Can he live without Mona?

Rumors about another sequel have been swirling around for years, the latest being that the same people who did “Grand Theft Auto IV” are making “Max Payne 3.”

Take-Two Interactive, a video game company, has repeatedly affirmed that it intends to make a third “Max Payne.” In 2004, Take-Two’s CEO at the time, Jeffrey Lapin, stated that there would be another “Max Payne,” but that was four long years ago.

There won’t be a companion game for the movie and the earliest release that fans could hope for would be for 2009. At this time, however, nothing is certain except that rumors are still flying.

-sidebars by Chris Curry

‘Max Payne’ continues to be bulletproof after seven years

ADAM MURPHY
Staff Writer

“Bullet time” is a technique used in video games and movies to slow down time, so that bullets can be seen in flight. “The Matrix” made bullet time famous, and the term is now trademarked, belonging to media giant Warner Bros., but bullet time wasn’t always the property of Warner Bros.

3D Realms put out a computer game in 2001 called “Max Payne” that let the game player slow down time for computerized gun-blazing glory. 3D Realms trademarked the term because of the wildly popular game. The bullet time in “Max Payne” was, to put it simply, awesome.

Warner Bros. would eventually purchase the rights to bullet time once the “The Matrix” started gaining popularity.

Warner Bros. might own the phrase legally, but, in my mind, bullet time is part of the “Max Payne” universe.

The game is almost 10 years old, and it has not held up well to the test of time. The story line of “Max Payne” is dubious at best, the voice acting is cliché and the graphics, at least by today’s standards, are terrible. The pitiful story is told in comic book fashion, but the gamer can just skip through it.

None of that matters because the game is mostly action, and most of the action is in bullet time. “Max Payne”

has a certain timelessness about it that makes it just as fun today as it was in 2001.

After spending a couple of hours playing “Max Payne,” I found myself trying to use bullet time in real life. Running late for class, I bound towards the closing elevator doors, entering bullet time as everything slows down.

With the wind rushing by my ears, I dove for the elevator, my outstretched arm touching cold metal.

I missed the elevator.

Bullet time might only exist in the virtual world, but it will always have a home in my heart.

“Max Payne 2: The Fall of Max Payne” picked up where the original left off and is more of the same. The graphics are better, the voice acting is about the same and the story is just as weak, but the bullet time is better, the controls are tighter and the mayhem factor has been increased exponentially.

There are guns laying about everywhere and a baddie around every corner. Add up all those guns and bad guys, multiply by the increased bullet time and

you get an altogether more enjoyable experience than the first “Max Payne.”

The second game is pure grin-inducing joy, even five years after its release.

Take-Two Interactive now owns the rights to Max Payne, and a third game is supposedly in the works. “Max Payne 3” was announced back in 2004, but so far Take-Two has been mum on any details.

All of this concentration on the series is because of the movie “Max Payne,” which has all the earmarks of a typical game-to-movie flop, and it is a shame that Mark Wahlberg was cast to play the main character, Mr. Payne himself.

I wouldn’t be willing to pay money or wait in line for the movie, but when the game “Max Payne 3” comes out, I will assuredly be waiting in line for a copy with my money all set, bullet time at the ready to grab that first copy of the game.

“Max Payne” is rated mature and is available on PlayStation 2, Xbox, Gameboy Advance and PC.

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‘Max Payne 2’ Cheat Sheet:

1. Max reloads faster in bullet time.
2. Always aim for the head.
3. Save your game constantly.
4. Beating the game on the hardest level reveals a different ending.
5. Save stronger weapons for the end of levels.
6. The game will automatically adjust the difficulty based on how well you’re doing.
7. Use rifles for long range, pistols for medium and shotguns for close.
8. Often the best way is to use bullet time and just run in and start shooting.

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Time: 4:30 - 6:00 Date: Tuesday 10/21

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MOVIE REVIEW: 'MAX PAYNE'

Mediocre for die-hard gamers, satisfying for revenge film buffs



Mark Wahlberg and Mila Kunis star in "Max Payne."

Courtesy of 20th Century Fox



Olga Kurylenko stars in "Max Payne." Courtesy of 20th Century Fox

MARCOS BLANCO
Staff Writer

All right, let's get this out of the way first: Even though I'm a gamer to the core, I admit most movies based on video games have been less than stellar to say the least.

Let's face it. The only game-based films that have seen a lot of success both critically and financially are the first "Mortal Kombat" film and the "Resident Evil" movie series.

The rest of the crap-ridden, game-to-movie conversions include adaptations of "Super Mario Bros.," "Street Fighter," "Alone in the Dark" and "Doom." All of them utterly failed to stand on their own as both legitimate films and as homages to the classic games that were supposed to have inspired their creation.

Thankfully, "Max Payne," based on the popular third-person shooter made popular on the PC, Xbox and Playstation 2 systems, doesn't fall under the shaky category of crappy, video game films — for the most part.

Like the game, the plot of the movie revolves around New York detective Max Payne (Mark Wahlberg), who is grief-stricken and out for vengeance after his wife Michelle (Marianthi Evans) and their baby daughter are brutally murdered as part of some big conspiracy that I won't spoil for viewers.

Throughout the movie, Payne goes on a dark, seedy and violent journey to figure out who was responsible for their deaths, even if it means not trusting anyone, shutting out people who are close to him and killing everyone who gets in his way.

Director John Moore, whose film credits include 2001's "Behind Enemy Lines" and the 2006

remake of "The Omen," has unsurprisingly taken artistic license with the basic plotline from the first game, taking it in a slightly different, but not drastically different, direction with the film adaptation.

If there is a message to be made with the valkyries, there is definitely not enough punch or meaning behind it.

One of the main highlights of the film is the depiction of demon/angel-like valkyries from Norse mythology that appear whenever characters in the movie are doped on Valkyr, a strength- and morale-boosting drug for soldiers with some really bad side effects involving hallucinations of these valkyries.

The whole aspect with the valkyries is hit-or-miss. On one hand, the scenes with these dark creatures are visually appealing and would probably make great substance for a disturbing nightmare in anyone's mind.

On the other hand, the valkyrie imagery was never in the games, so hardcore fans might be miffed as to what purpose it serves in the film version. It's never fully explained in the movie why the drug the criminals are taking makes them have these hallucinations, which usually lead to them dying.

So, in that regard, if there is a message to be made with the valkyries, there is definitely not enough punch or meaning behind it.

The biggest flaw in the movie, however, is its extremely slow pacing. The film drags on with so many boring investigating sequences and repeat flashbacks of Payne's family getting killed and not enough of the

gun-toting action from the video games.

Moore really fouled up in not finding the right balance between the time for dialogue and character development and time for on-screen action, which

doesn't pick up until more than halfway through the film.

Oh, and by the way, what is up with the lack of bullet time scenes? In the games, players had a special power-up, which allowed them to make everything in the level go slow-mo for a brief period of time so Max Payne can dodge bullets and shoot down criminals with ease.

Bullet time was one of the main highlights of the series that attracted consumers to buy the game. Sadly, there are only a few scenes that use it sparingly but not enough.

Despite the sluggish pacing, questionable omissions and changes made to the storyline, the film itself stands out on its own in other aspects, and Moore has mostly captured the dark, gritty feel of the games.

Wahlberg looks and plays the role of Max Payne fairly well. The rest of the cast, which include Mila Kunis, Beau Bridges, Chris "Ludacris" Bridges and Chris O'Donnell, give good performances as the characters from the games with decent dialogue that doesn't border on being corny like most game-based films.

The film is shot very well and gives a dark, surreal vibe throughout its one-hour-and-40-minute duration.

Also, the little action there is in the film was choreographed well with lots of bullets flying, shrapnel flying and a high body count toward the end of the film.

So, if you're a hardcore fan of the video games, "Max Payne" might either be just OK or a huge disappointment since it is slow at the beginning and missing a lot of key material from the games.

If you're a fan of serious, revenge-filled crime dramas and never played the games, the film is worth a look and may be a rental when it comes out on DVD.

Oh, and stay after the credits. I smell a sequel.

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FAIR▶ Career Center rep says struggling economy shouldn't discourage students, jobs are still available



A student socializes with a representative of one of the companies that attended the career fair at the SJSU Event Center on Thursday. RYAN KALEM / Contributing Photographer

varied from PG&E to Disney Event Group.

But one student said the majority of the companies in attendance seemed to be engineering- and technology-related employers.

Jean-Marc Ly, a senior international business and marketing major, said he was looking for marketing internships, but there were only a few at the event.

"It's understandable since this is a general career fair," Ly said. "A little disappointed, though, that there isn't as much as I wanted to be."

Silva said Symantec Corp. wished to have a stronger turnout for the company's human resource program, but while the attendance flow was great, the students coming for the engineering and finance program were dominant.

Some students commented on the organizing of the event

and offered suggestions on how to improve it.

Ly said some companies on the map were found somewhere else in the room, and it may be helpful if the Career Center could provide directions to different categories of booths.

"Grouping companies into different sections based on their recruiting positions, so instead of walking everywhere, you can stay at one spot," he said.

Sirish Maridalli, a science and software engineering graduate student, said that compared with last semester, the Career Center's Web site did not provide enough information about the participating companies.

Instead of a job fair, Maridalli said it would be better if the companies would accept resumes online and conduct on-campus interviews.

"They just take resumes and say you have to apply again online," Maridalli said.

Because of the current economy, Wilkes said students have misconceptions about the job market and think there is nothing available.

In addition to anticipated career opportunities, about 30 percent of the companies that attended the fair had internship opportunities available, she said.

"Well, we have a roomful of employers ready to hire," she said.

Nancy Seyam, a business administration graduate student from Egypt, said she could not tell if the event changed her opinion about the job market.

"You can't tell, except after the job fair when you start to receive calls from employers," Seyam said. "Sometimes they can just take your resume and leave it and never call you back."

SUKKOT▶ Last year's tent was burned down; student cites religion's forgiveness in response

"and so campus security could monitor it."

Vavina Sandel, the assistant director at the Hillel House, said the police deemed the incident as an act of vandalism, not a hate crime.

After hearing about the fire, community members donated money to help buy materials for another sukkah, said Herzl Ashkenazi, treasurer of the Hillel House. A typical sukkah costs up to \$1,000.

As members of the JSU and Hillel House congregated Friday night, there were no hard feelings about their sukkah being burned down, only sentiments of fulfillment for being able to celebrate in the tent safely.

"It was so hurtful to have our sukkah burned down," Beamesderfer said, "but forgiveness is a large part of our religion."

Jewish students from SJSU, Santa Clara University, De Anza and Foothill Colleges gathered inside the tent with Jewish community members to begin the festivities.

"We want to show students that we are religious but we can still have fun," said Beamesderfer, a JSU member.

Two small white candles were lit as prayers were sung in Hebrew. Traditional braided

bread was passed among the crowd as one member prayed over the food. Ceremonial wine was poured in small amounts, representing the end of the workweek, Sandel said.

Outside the tent, tables were filled with free kosher food provided by board members of the Hillel House.

"The kugel is my favorite," said Yaelam Zallag, an occupational therapy graduate student.

Zallag described kugel as a traditional baked dish with noodles, egg, cinnamon and sugar.

"It's kind of weird, but everyone likes it," he said.

Raheem Williams, a senior psychology major, walked by the sukkah and said he decided to participate because of the free food. Williams listened as a volunteer from the Hillel House explained Shabbat to him.

"I had no idea what was going on over here," he said.

Williams stayed for the meal, but left soon after because he had to study for a midterm on Monday.

After the meal, the group stood in a circle and sang traditional songs to the tune of an acoustic guitar.

Rachel Schultz, a junior psychology major, sang two songs in Hebrew. Schultz said she is

not fluent but is taking a Hebrew class at SJSU to help learn the language.

During the week, other students explored the open tent while many of the JSU students came to the sukkah to hang out between classes.

"I came to the sukkah to do some homework earlier this week," Schultz said.

Representatives were available to give tours and answer any questions about the sukkah and the Shabbat.

"It's good to have it on campus because it attracts people from all denominations," said Natan Bihari, a sophomore business major.

According to Jewish tradition, Shabbat is a celebration for all to join, not just the Jewish, said Ashkenazi from the Hillel House.

"We have had Jews, Christians and Muslims interested in what we are doing," said Bihari, a JSU member.

Sandel said this year's Shabbat was so successful that the JSU and the Hillel House want to have the sukkah built on campus next year.

"It's a great way of having our own place for all Jews on campus to congregate and not feel invisible," Schultz said.



CINTHIA RODRIGUEZ / Spartan Daily

Jack Moore and Bonnie Slavitt-Moore hold the bread that was blessed and share it with others around the table. They were there to show support for all the work that Hillel of Silicon Valley put into making the tent.

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TODAY'S CROSSWORD PUZZLE

ACROSS

- 1 Toupee cousins
- 5 Liniment
- 9 Rum-soaked cake
- 13 Aromas
- 15 Fridge stick
- 16 At a distance
- 17 Worm seeker
- 18 Jokes
- 19 Royal honorific
- 20 Urban trains
- 21 Mideast country
- 23 Flowering shrub
- 25 In charge of
- 26 Used the phone
- 27 Goofiest
- 30 Electric —
- 31 In the least (2 wds.)
- 32 Blossomed, as corn
- 37 Vatican head
- 38 Bank feature
- 40 Goods
- 41 Stinging
- 43 Brat, plus
- 44 Type of microscope
- 45 Most frugal
- 47 Duck's gait
- 50 Beggar's cry
- 51 Wee-hours flight (hyph.)
- 52 Charges it
- 53 Not he
- 56 "Garfield" pooch
- 57 Fastidious
- 59 PC key
- 61 Made mellow
- 62 Retina cell
- 63 Ascertain
- 64 — ex machina
- 65 They may be split
- 66 Bronte governess

PREVIOUS PUZZLE SOLVED

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	LACE	TAE
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ROIL	OBEYS	TOBE
AID	EPEE	JOKER
WRITTEN	GRUYERE	
	BAN	COEN
SOHO	WAFFLE	IRON
WREN	ISLE	BLARE
ACME	DEAR	USING
TAPS	EATS	GALES

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- 6 Arkin or Alda
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- 8 Most cushioned, as a rock
- 9 Kitchen herb
- 10 Blazing up
- 11 Divulged
- 12 Circle size
- 14 Whimper
- 22 Thing, in law
- 24 Friends
- 25 Valdez ship
- 26 Apportion
- 27 Channel-surfs
- 28 It may be split
- 29 Auto-parts store
- 32 Pull
- 33 Big pitchers
- 34 Weak, as an excuse
- 35 Winged god
- 36 Slight progress
- 38 Gandhi's bane
- 39 Bancroft of films
- 42 Shipshape
- 43 Maiden
- 45 Uses a wok
- 46 Operate a ferry
- 47 Jam tightly
- 48 Farewell
- 49 Legal documents
- 51 Pothole locale
- 52 Orchestra
- 53 Remain
- 54 Man of the haus
- 55 Ocean flier
- 58 Long, long time
- 60 Once named

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Why is ESPN’s definition of sports so inclusive?



RYAN BUCHAN

Lately I have been feeling like I am out of shape. To remedy this situation, I decided to play some sports.

I got into my car and hopped on the freeway, but I was careful to design my route so I would only make left-hand turns.

I see so much coverage of NASCAR on ESPN, so I think it must be a sport.

The book “Sociology of North American Sport” defines sports as “any competitive physical activity that is guided by established rules.”

So, if a sport is physical, and NASCAR is a sport, I should be able to get into shape by driving my car.

Well, I guess maybe just driving my car is not competitive, so maybe it is not a sport, but people who run to train for competitive marathons get into shape before they compete. So I feel I should be able to get into shape by driving my car, and with all the practice, I could be the next Jeff Gordon.

I have heard people tell me that driving my car on the freeway does not have the same effect as NASCAR because I am not driving as fast. Does that mean the people on the SJSU club track team are not playing a sport because they are not as fast as Usain Bolt?

When I get tired of driving my car in circles on the freeway, I think I will head over to Nevada and sit in a smoked-filled room, drink some shots of whiskey and play poker. That will definitely get me in shape because ESPN is the worldwide leader in sports and it has tons of poker coverage.

If those two sports do not get me in pristine physical condition, I will go home and sit on my butt and play Madden on my Xbox. If football is a legitimate sport, playing it on a video game must be a sport too.

ESPN thinks so. That must be why it airs the show “Madden Nation.” That show is about

people competing against each other on the Madden football video game.

Well, you know what? I am not going to get into shape playing these so-called sports because they are not sports.

ESPN calls itself a sports channel, but half the time it doesn’t even show sports: It airs games that lack a physical component that would make them a sport.

If a sport is physical, and NASCAR is a sport, I should be able to get into shape by driving my car.

If competitiveness is all that is needed to be a sport, then we would have to include shopping. Have you ever seen people at the mall on the day after Thanksgiving? They get pretty competitive over who gets what item. I once saw two women get in a fistfight over the last camcorder on the shelf.

Now, I have to hope ESPN does not see this article and show live coverage of Black Friday this November.

I am a sports fan, and when I turn on ESPN, I expect to see sports, not silly games. I like poker, but it does not belong on a sports channel.

I have heard the argument from people that NASCAR is a sport, but I disagree. They say that the inside of cars get so hot that you have to be in great physical shape to drive them. But can you get in shape driving them? No, because it is not physical. Making a left-hand turn does not burn enough calories to keep me from being obese.

Maybe that is the reason why America is getting so fat: because people think driving a car, playing poker and playing video games constitutes exercise. It doesn’t, and sports channels need to quit feeding this message.

I would rather watch curling than see another second of NASCAR.

Ryan Buchan is a Spartan Daily staff writer.

Will history remember him as a great president or the greatest president?



JOHN HORNBERG
INSERT WITTY STATEMENT HERE

He wasn’t really elected to his first term as president of the United States, and he didn’t get it easy right from the start.

He was the leader for one of the most momentous occasions in this country’s history, and his decisions immediately following it made him the most popular president at that time, according to Gallup surveys. It wouldn’t last, and people eventually grew discontent and angry with the man who was president.

The circumstances of the time and the fears of citizens resulted in a hysteria against a shadowy concept.

It wasn’t a tangible enemy; rather, it was a concept that was distinctly anti-American.

In the name of the war against this concept, American troops were deployed in a proxy war fought against an ideal rather than in defense of the people who were actually in trouble.

He ran for re-election and was a sure loser according to pundits and newspapers. The opposition had the Teflon candidate, and the people were unimpressed with the incumbent and just about everything he did.

But for one crucial day, voters chose not to hate him, and returned him to the presidency for another four years of misery and battering by everyone.

Voters would greet him by

sending congressional leaders that were overwhelmingly controlled by the opposition party and hell-bent on stymieing policy he held dear.

He would leave office with the lowest approval rating to a man effectively labeled the nation’s savior.

But a funny thing happened in the decades following his term. Those who analyze and re-analyze the events of an era realized the man wasn’t such a screw-up, and people have taken a more favorable view of the actions of his years in office and what he did do for the country, as well as what he supported.

Yes, our nation’s current president has had it rough, but his circumstances mirror those of a president who preceded him by more than five decades — Harry S. Truman.

He would leave office with the lowest approval rating to a man effectively labeled the nation’s savior.

Right now, the reputation of the nation’s outgoing president is in the toilet, but let’s not forget the past. History has looked favorably upon Truman’s seven-and-a-half-year presidency almost 60 years after it ended.

Truman became president when Franklin D. Roosevelt died in April 1945. George W. Bush lost the popular vote in 2000, and it took more than a month-and-a-

half to finally conclude — without all of the ballots counted correctly — that Bush was the winner.

Bush sent soldiers to Iraq and Afghanistan to fight the shadowy menace of terrorism. Truman had to deal with the threat of communism and sent Americans to Korea in an effort to stave it off.

Approval ratings for Bush are in the toilet. The most recent CBS/New York Times survey pegged his approval rating at around 24 percent.

Earlier this year, it was at 23 percent, a new record for lowest presidential approval rating. He also holds the record for highest approval rating for a sitting president at 90 percent, according a Gallup poll following 9/11.

The previous record holder for highest and lowest approval rating for a sitting president? Harry S. Truman.

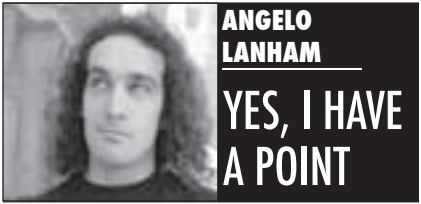
About the only difference between the two men is political affiliation — Bush is a staunch Republican; Truman was a New Deal Democrat.

Many people think Bush’s time in office will be recorded as an unmitigated failure. But history tends to be kind to presidents who serve during a transition time in the country.

Like Truman, we may hate Bush now, but the history books could paint a very different — and romantic — version of the events for future generations.

“Insert Witty Statement Here” appears every other Monday. John Hornberg is the Spartan Daily managing editor.

The easiest money I’ve ever been about to make; I just need to hit reply



ANGELO LANHAM
YES, I HAVE A POINT

It may interest you to know that in the last three days, my wealth has grown drastically. Scratch that — beyond drastically. It has multiplied. Skyrocketed.

My wealth has grown by \$9,293,820, to be exact, and I expect that when this paper hits those big, yellow paper stands, I will suddenly have a new assortment of friends who are all seeking me out based on the likeness offered by my mug shot.

That’s fine. Now that I’m a millionaire, I could use an entourage, perhaps like the one MC Hammer employed before he fell out of fashion.

Of course, now that I have all this dough, all that crap I used to say about giving half of any sudden wealth I might find to the orphans in Burma was just that — absolute crap.

No, no, I’ll be using all of my easy money for some good, old-fashioned, short-sighted pleasure and debauchery, possibly buying some rare and expensive stuff, such as odd-but-expensive, genetically altered, two-headed pets and maybe several superfluous vehicles procured only for the pleasure of driving them at solid surfaces and jumping out at the last minute to see what a Mercedes looks like when it explodes against a brick wall.

You’re probably wondering where I got this money, though.

The Internet.

In fact, all I had to do was check my

e-mail. Five e-mails, specifically, were responsible for my pending wealth and, what luck, all over the course of three days.

The first was from a Walter Farkas of Swiss Bank Zurich. Walt felt fit to tell me that he was successful in some transaction that he must have told me about, and I must have forgotten. He had to have mentioned it to me at some point because the way he went on about how he had gained \$20 million, you’d think we were the best of friends.

In any case, Walt is such a great guy that he decided to grant me one of his 20 million. All I have to do, and I’ll probably get to this sometime tomorrow afternoon, is contact a certain Isreal Colette at Accra Ghana, and supply him with my name, occupation, full address, age and telephone number.

Easiest million bucks ever.

Mrs. Maureen Sarah Anoruo, a devout Christian and wife of the late Mr. Paul Anoruo, was next in my inbox, devastating me with a tragic story about how her son died shortly before her husband was killed in a plane crash.

Now, she has been battling esophageal cancer and fibroid problems. It seems that God just isn’t treating this person as well as he/she/it should, and her devout Christianity seems a bit unrewarded. She has willed me \$3,655,280, but I only get \$913,820 to myself. The other 75 percent goes to charity “in my country.”

She was so frantic to get a hold of me that she e-mailed me two identical messages, which shows real determination considering she’s typing from her deathbed.

A fellow named Mr. Evans Edumuh addressed the beginning of his letter with the words “For your attention

only,” while the e-mail was inexplicably addressed to “undisclosed recipients.”

Edumuh wanted me to access his bank account and get his money out for him, since he can’t for whatever reason. My status as a foreigner helps for some reason.

I get \$1,740,000 out of that deal. I just have to give him the obligatory name, address, telephone number and occupation.

A Mr. Chen Guangyuan, on staff at the Bank of China, was ready to share \$17,300,000 with me, since a recently extinct client named Ghazi, who had owned said \$17 mill, hadn’t left a next of kin in his will.

Silly Ghazi.

Last, but not least, I discovered that I have a loaded VISA ATM card waiting for me, with the sum of \$450,000 on it. All I need to do is send a security-keeping fee of \$115, with a return address of course, and the card will be mailed to me.

Well, they say America is the land of opportunity, and I’d be hard-pressed to disagree. Sure, I’ve gotten several of these sorts of e-mails over the years, but I was young and foolish back then and dismissed them as scams.

For the last year or two, my foolish Juno spam filter blocked them all, and I was beginning to worry that my chance at easy wealth was gone.

As 2008 rolled around, though, I breathed a sigh of relief as I realized that materialistic karma was once again on my side.

So fortunate am I that I’ve been getting an average of three of these amazing offers per day.

Hell, in the time it took me to write this column, I’m sure some old lady in Peru is ready to fork over her life savings if only I offer my social security number, home address, credit card number and full name.

But I would feel guilty claiming all the trillions of dollars I’ve been offered, so I’ll just stick to the easy cash from those five e-mails mentioned above.

What about you? Have you got mail?

“Yes, I Have a Point” appears every Monday. Angelo Lanham is a Spartan Daily student culture editor.

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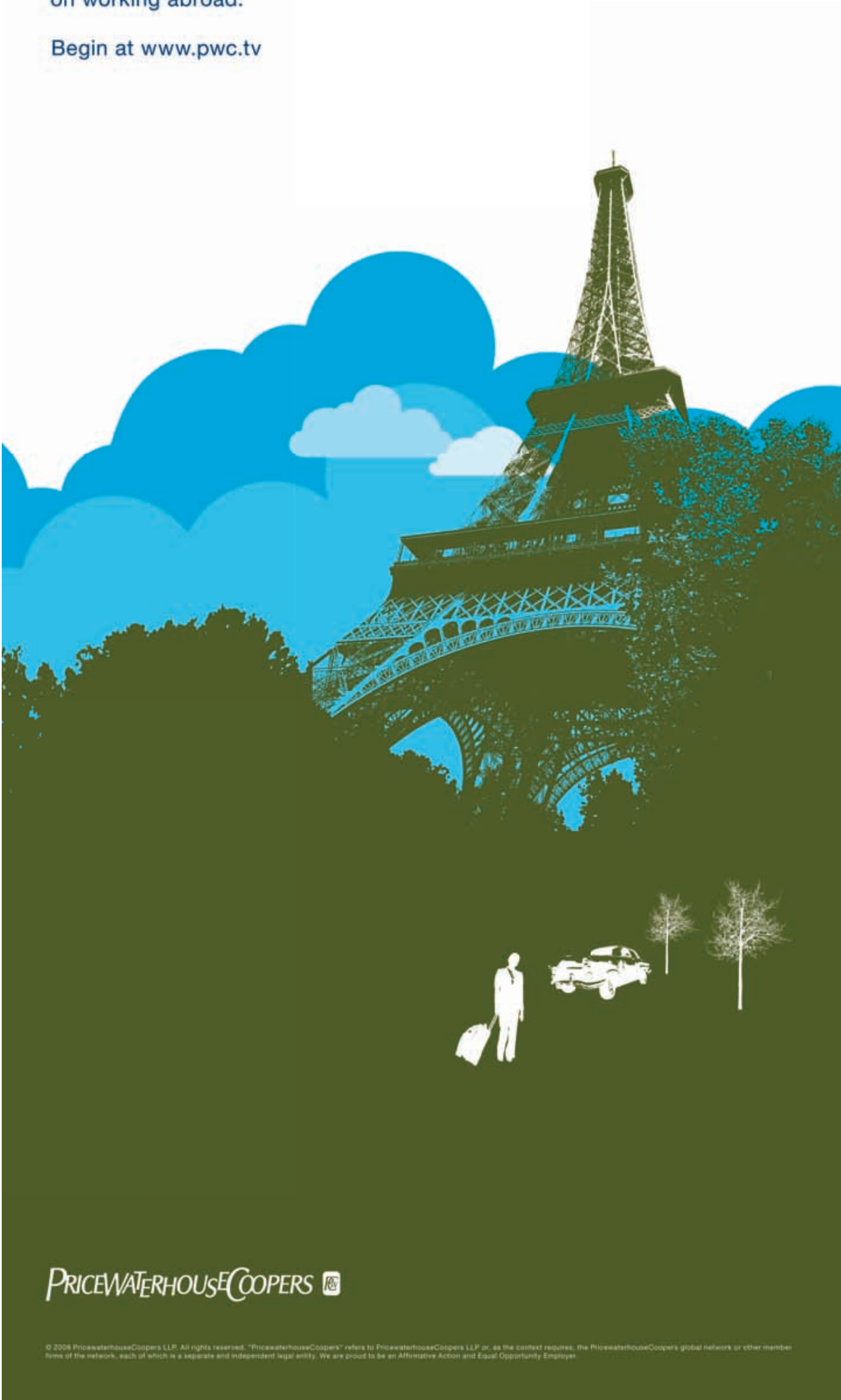
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